

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently Amended) A computer-implemented method for providing a user-interface, the method comprising:

providing an application including a pattern based user interface for displaying, using a processor, a data object and for receiving and interrogating a first input from a user, the first input comprising a selection of the data object within a displayed in the pattern based user interface, the pattern based user interface being developed by reusing predefined user interface components;

providing within the application a non-pattern based user interface, in response to interrogating the received user input, at least for displaying, in response to the first input, sub-object attribute data of the data object, the non-pattern based user interface being developed by editing a source code of the non-pattern based user interface; and

receiving, in the non-pattern based user interface, [[an]] a second input from [[a]] the user to change a position of at least one element of the sub-object attribute data displayed in the non-pattern based user interface,

wherein the pattern based user interface and the non-pattern based user interface are displayed together in a window frames in a side-by-side relationship, and

wherein the pattern based user interface provides general information of the data object and the non-pattern based user interface provides detail information of the data object ~~in the form of~~ including the sub-object attribute data.

2. (Previously Presented) The computer-implemented method of claim 1, further comprising displaying business sub-object attribute data of at least two business objects within the non-pattern based user interface.

3. (Previously Presented) The computer-implemented method of claim 1, further comprising displaying business sub-object attribute data of at least two business objects on a side-by-side basis within the non-pattern based user interface.

4. (Original) The computer-implemented method of claim 1, further comprising providing the non-pattern based user interface within at least one frame separated from the pattern based user interface.

5. (Original) The computer-implemented method of claim 1, further comprising providing general information of business objects within the pattern based user interface and providing detail information of the business objects within the non-pattern based user interface.

6. (Currently Amended) The computer-implemented method of claim 1,
further comprising providing markup-language style sheets within for developing the
non-pattern based user interface.

7. (Currently Amended) The computer-implemented method of claim 1,
further comprising providing the pattern based user interface for all windows within [[an]]
the application.

8. (Original) The computer-implemented method of claim 1, wherein the
pattern based user interface is defined within the application on different hierarchy
levels.

9. (Currently Amended) The computer-implemented method of claim 1,
further comprising defining combinations of the predefined user interface components
within the pattern based user interface.

10. (Currently Amended) The computer-implemented method of claim 9,
further comprising defining the relative positions or and/or absolute position positions of
the predefined user interface components within the pattern based user interface.

11. (Original) The computer-implemented method of claim 1, further comprising providing at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

12. (Original) The computer-implemented method of claim 1, further comprising changing the appearance of the non-pattern based user interface based on the displayed data.

13. (Currently Amended) A device for displaying a user-interface on a computer, comprising:

means for displaying a pattern based user interface for displaying, using a processor, a data object and interrogating received for receiving a first input from a user, the first input comprising a selection of the data object within a displayed in the pattern based user interface, the pattern based user interface being developed by reusing predefined user interface components;

means for displaying a non-pattern based user interface for displaying, in response to the first input, at least sub-object attribute data of the data object, the non-pattern based user interface being developed by editing a source code of the non-pattern based user interface within a non-pattern-based user interface in response to interrogating the received user input; and

means for receiving, in the non-pattern based user interface, [[an]] a second input from [[a]] the user to change a position of at least one element of the sub-object attribute data displayed in the non-pattern based user interface,

wherein the pattern based user interface and the non-pattern based user interface are displayed together in a window frames in a side-by-side relationship, and

wherein the pattern based user interface provides general information of the data object and the non-pattern based user interface provides detail information of the data object in the form of including the sub-object attribute data.

14. (Previously Presented) The device of claim 13, further comprising means for displaying business sub-object attribute data of at least two business objects within the non-pattern based user interface.

15. (Previously Presented) The device of claim 13, further comprising means for displaying business sub-object attribute data of at least two business objects on a side-by-side basis within the non-pattern based user interface.

16. (Previously Presented) The device of claim 13, further comprising means for providing the non-pattern based user interface within at least one frame separated from the pattern based user interface.

17. (Previously Presented) The device of claim 13, further comprising means for providing general information of business objects within the pattern based user interface and providing detail information of the business objects within the non-pattern based user interface.

18. (Currently Amended) The device of claim 13, further comprising means for providing markup-language style sheets within for developing the non-pattern based user interface.

19. (Previously Presented) The device of claim 13, further comprising means for providing the pattern based user interface for all windows within an application.

20. (Currently Amended) The device of claim [[19]] 13, wherein the pattern based user interface is defined within [[the]] an application on different hierarchy levels.

21. (Currently Amended) The device of claim 13, further comprising means for defining combinations of the predefined user interface components within the pattern based user interface.

22. (Currently Amended) The device of claim 21, wherein the relative positions or and/or absolute position positions of the predefined user interface components are defined within the pattern based user interface.

23. (Previously Presented) The device of claim 13, further comprising means for providing at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

24. (Previously Presented) The device of claim 13, further comprising means for changing the appearance of the non-pattern based user interface based on the displayed data.

25. (Currently Amended) A computer program product tangibly embodied in a computer-readable storage medium, comprising instructions operable to cause a computer to perform a method comprising:

displaying a pattern based user interface for displaying, using a processor, a data object and interrogating for receiving a first input from a user, the first input comprising a selection of the data object within a displayed in the pattern based user interface, the pattern based user interface being developed by reusing predefined user interface components;

displaying providing a non-pattern based user interface, in response to the interrogating, for displaying, in response to the first input, at least sub-object attribute data of the data object, the non-pattern based user interface being developed by editing a source code of the non-pattern based user interface; and

receiving, in the non-pattern based user interface, [[an]] a second input from [[a]]
the user to change a position of at least one element of the sub-object attribute data
displayed in the non-pattern based user interface,

wherein the pattern based user interface and the non-pattern based user
interface are displayed together in a window frames in a side-by-side relationship, and

wherein the pattern based user interface provides general information of the data
object and the non-pattern based user interface provides detail information of the data
object in the form of including the sub-object attribute data.

26. (Currently Amended) The computer program product of claim 25, wherein
~~the program comprises further comprising~~ instructions operable to cause the computer
to display business sub-object attribute data of at least two business objects within the
non-pattern based user interface.

27. (Currently Amended) The computer program product of claim 25, wherein
~~the program comprises further comprising~~ instructions operable to cause the computer
to display [[the]] business sub-object attribute data of at least two business objects on a
side-by-side basis within the non-pattern based user interface.

28. (Currently Amended) The computer program product of claim 25, wherein
~~the program comprises further comprising~~ instructions operable to cause the computer

to provide the non-pattern based user interface within at least one frame separated from the pattern based user interface.

29. (Currently Amended) The computer program product of claim 25, wherein the program comprises further comprising instructions operable to cause the computer to provide general information of business objects within the pattern based user interface and provide detail information of the business objects within the non-pattern based user interface.

30. (Currently Amended) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to provide the non-pattern based user interface was developed using markup-language style sheets within the non-pattern based user interface.

31. (Currently Amended) The computer program product of claim 25, wherein the program comprises further comprising instructions operable to cause the computer to provide the pattern based user interface for all windows within an application.

32. (Currently Amended) The computer program product of claim 25, wherein the pattern based user interface is defined within [[the]] an application on different hierarchy levels.

33. (Currently Amended) The computer program product of claim 25, wherein combinations of the predefined user interface components are defined within the pattern based user interface.

34. (Currently Amended) The computer program product of claim 25, wherein the program comprises instructions operable to cause the computer to define the relative positions or and/or absolute position positions of the predefined user interface components are defined within the pattern based user interface.

35. (Currently Amended) The computer program product of claim 25, wherein the program comprises further comprising instructions operable to cause the computer to provide at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

36. (Currently Amended) The computer program product of claim 25, wherein the program comprises further comprising instructions operable to cause the computer to change the appearance of the non-pattern based user interface based on the displayed data.